AMENDMENTS TO THE CLAIMS

1.   (Currently amended) A system for replaying stored audio data, the system comprising:

voice recognition means for performing voice recognition on the audio data and generating by the voice recognition means word-marking data, the word-marking data indicating locations of word boundaries between spoken words within the audio data;

memory means for storing the audio data and the word-marking data obtained from performing voice recognition on the audio data, the word-marking data indicating locations of word boundaries in the audio data;

audio replaying means for replaying the audio data acoustically in a forward sequence; and

control means for controlling the replaying of stored audio data in a forward mode and in a reverse mode, the control means controlling the audio replaying means during a playback of the audio data in the reverse mode to perform a reverse mode playback operation including, starting from a replay position in the audio data initiating a backward jump, counter to the forward sequence, over a distance corresponding to a length of at least N words using the word boundaries indicated in the word-marking data, to a target position, and then, starting from the target position, the control means initiating a replay of K words of the audio data in the forward sequence using the word boundaries indicated in the word-marking data, wherein K is less than N, the control means further controlling the audio replaying means to automatically repeat performing the the reverse mode playback operation while the system is in the reverse mode.

2.   (Previously presented) The system as claimed in claim 1, wherein repeating the reverse playback operation causes each of the K words on each repetition of the playback operation to be replayed acoustically in the forward sequence and in an order counter to the forward sequence.

3.   (Previously presented) The system as claimed in claim 2, wherein a counting means is assigned to control means in order to count the marking data reached during backward jumping or replaying.

4.   (Previously presented) The system as claimed in claim 1, wherein a timing circuit is assigned to control means in order to calculate the duration of the audio replay.

5.   (Previously presented) The system as claimed in claim 1, wherein setting means is connected to control means in order to set the speed of the audio replay.

6.   (Previously presented) The system as claimed in claim 1, wherein the control means is further connected to text memory means for storing text data corresponding to the audio data, which is connected to text display means, and wherein the control means is set up to initiate, by means of linkage data for the audio data and text data, a synchronous replaying of the audio data and the text data corresponding to it.

7.   (Currently amended) The system as claimed in claim 6, wherein the control means and the text memory means and the memory means for the audio data are connected to the voice recognition means, which undertakes an automatic transcription of the audio data to generate the text data.

8.   (Currently amended) A method for replaying audio data stored in at least one memory, the method comprising acts of:
        performing voice recognition, by a voice recognition system, on the audio data and generating word-marking data, the word-marking data indicating locations of word boundaries between spoken words within the audio data;
        accessing the word-marking data obtained from performing voice recognition on the audio data, the word-marking data indicating locations of word boundaries in the audio data;
        controlling the replaying of the audio data in a forward mode wherein audio is played in a forward sequence and in a reverse mode;
        performing a reverse playback operation while in the reverse mode, the reverse playback operation including starting from a particular momentary replay position in the audio data, automatically performing a backward jump, counter to the forward sequence, over a distance

corresponding to a length of at least N words using the word boundaries indicated in the word-marking data, to a target position, and then, starting from the target position, replaying K words of the audio data in the forward sequence using the word boundaries indicated in the word-marking data; and

automatically repeating the reverse playback operation while the system is in the reverse mode.

9.   (Previously presented) The method as claimed in claim 8, wherein automatically repeating the reverse mode playback operation causes each of the K words on each repetition of the playback operation to be replayed acoustically in the forward sequence and in an order counter to the forward sequence.

10.   (Previously presented) The method as claimed in claim 9, wherein replaying in the forward sequence is automatically terminated when the next word-marking data is reached during replaying.

11.   (Previously presented) The method as claimed in claim 8, wherein replaying in the forward sequence is automatically terminated after a specified period.

12.   (Previously presented) The method as claimed in claim 8, wherein, on termination of the replay in the forward sequence, a backward jump over a return distance corresponding to the length of at least roughly two words takes place automatically.

13.   (Previously presented) The method as claimed in claim 8, wherein the backward jump in the audio data is undertaken at a speed that is higher than the replay speed during replaying in the forward sequence, and without acoustic replaying of the stored audio data.

14.   (Previously presented) The method as claimed in claim 8, wherein the replaying of the stored audio data in the forward sequence takes place at an adjustable replay speed.

15.   (Previously presented) The method as claimed in claim 8, wherein, synchronously with the replaying of the stored audio data in the forward sequence, a visual displaying of text data corresponding to the audio data takes place, which displaying is controlled by linkage data for the stored audio data and the text data corresponding to it.

16.   (Previously presented) The method as claimed in claim 15, wherein, during the visual displaying of multiple words of the text data, the particular visually displayed word for which the corresponding audio data is being replayed is visually highlighted.

17.   (Previously presented) The method as claimed in claim 15, wherein the text data corresponding to audio data is obtained by means of automatic voice recognition of the audio data, wherein, simultaneously, the word-marking data is generated and stored as linkage data for the text data and audio data that correspond with each other.

18.   (Previously presented) A computer program product that can be loaded into a memory of a computer, and which comprises sections of software code in order that, by means of their implementation following loading into the memory, the method as claimed in claim 8 can be implemented with the computer.

19.   (Previously presented) The computer program product as claimed in claim 18, characterized in that it is stored on a computer-readable medium.

20.   (Previously presented) The computer with a processing unit and an internal memory, which computer is designed to implement the computer program product as claimed in claim 18.

21.   (Currently amended) A system for replaying stored audio data comprising:
        a voice recognition system configured to perform voice recognition on the audio data and to generate word-marking data, the word-marking data indicating locations of word boundaries between spoken words within the audio data;

at least one memory configured to store the audio data and the word-marking data obtained from performing voice recognition on the audio data, the word-marking data indicating locations of word boundaries in the audio data; and

a controller configured to playback the audio data in a reverse mode by jumping back N words using the word boundaries indicated in the word-marking data, playing back K words using the word boundaries indicated in the word-marking data, and then automatically repeating the jumping and playing back while in the reverse mode, wherein K is less than N.

22.   (Previously presented) The system of claim 21, wherein N=2 and K=1.

23.   (Previously presented) The system of claim 21, wherein the controller is configured to skip playback of a number of the words so that only every fourth or fifth of the words is replayed.

24.   (Previously presented) The system of claim 21, wherein the controller is configured to skip playback of a number of the words so that only every predetermined number of the words is replayed.

25.   (Previously presented) The system of claim 21, wherein the playing back is for a predetermined duration after which the automatically repeating the jumping and the playing back are performed.

26.   (Previously presented) The system of claim 21, wherein the jumping back is for a return distance which is one of as estimated mean data duration of the N words and determined from a word-marking data associated with the audio data.

27.   (Previously presented) The system of claim 21, wherein the playing back is terminated in response to reaching one of a word-marking data associated with an end of the Kth word and a predetermined replay time.